



Materials Recap

WHAT DID WE LEARN ABOUT REAL TIME MATERIALS

- Materials in Unreal Engine might be different than what we are used to
- Setting up some nice texture maps in 3ds Max before export is half the battle
- We can get started with basic materials by just understanding a few of the nodes and what they do
- We need to understand the different shader models to create the types of material we need, i.e. “unlit” for self-illumination
- There is much more to learn, and you can get into much more complex materials than we cover in this course
- Epic games has great resources available to learn more if you want to focus on material creation

*NOTE: as always, if you need additional help, ask in the course discussion forums.